

Gruppe: HEHESUTIGOWA

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Genre: CCG (Collectible Card Game)

Turn-based card game in 2.5D

Setting:

We decided on a Fantasy setting because it allows for great design freedom without the risk of ruining the immersion.

Cards:

- Minion: Life, Effect, Cost (Stays on field and can battle)
- Spell: Cost, Effect (has an instantaneous effect then goes to the graveyard)
- Relict: Cost, Effect (Stays on the field and has a continuous effect)
- Building: Cost, Effect (Generates 2nd resource)

Board

7 Slots: Minions.

4 Slots: Relics/Buildings.

Special Resource:

Special Resource is gathered through buildings. Resources allows legendary minions to use strong effects

Normal Resource:

You gain 1 maximum mana per turn. At the start of your turn your current mana is increased by your maximum mana.

Deck building:

You can choose two classes from 6 and gain access to the cards of these classes. You can only put cards from the two classes you choose and class neutral cards into your deck.

Game flow:

Once the game starts, each player draws 5 cards from their deck of cards and adds them to their hand. The player who begins is randomly chosen.

That player may now take his turn, which begins by drawing a single card from their deck and adding it to their hand. Following that comes the main phase, where the player may play minion-, building-, relic- and spellcards, or use the special abilities of cards that have already been played.

After the main phase the player gets a combat phase. If they choose to attack (limited to 1 per turn), they can use their minions to attack the enemy minions and player. Minions who reach 0 Hp go to the graveyard. After the combat phase, the player's turn ends, and their opponent's turn begins. This repeats until:

- a) Either player reaches 0 Hp, at which point they lose the game
- b) Either player has to draw a card from their deck while their deck has no cards left, at which point they lose the game
- c) Either player triggers a special effect that allows them to win the game